menting the main control circuit **81**, is made up of a microcomputer (sub-microcomputer) **83** as the main component, an image control circuit **91** as display control means of the panel display unit **5**, a sound source IC **88** for controlling sound output from the speakers **21**L and **21**R, and a power amplifier **89**.

[**0164**] The sub-microcomputer **83** includes a sub-CPU **84** for performing the control operation following a control command transmitted from the main control circuit **81**, program ROM **85** as storage means, and work RAM **86**. The sub-control circuit **82** does not include a clock pulse generation circuit, a frequency divider, a random number generator, or a sampling circuit, but executes random number sampling in an operation program of the sub-CPU **84**.

[**0165**] The sub-microcomputer **83** includes a number-of-notification-times counter and a number-of-AT-times stock counter in a predetermined storage area. The number-of-notification-times counter stores the remaining number of notification times of the push order in the stop operation assistance time period. When the value of the counter is "1" or more, the gaming machine (player) is in the stop operation assistance time period. The number-of-AT-times stock counter stores information concerning the remaining number of times of occurrence of the stop operation assistance time period.

[**0166**] The program ROM **85** stores a control program executed in the sub-CPU **84**. The work RAM **86** is used as temporary storage means for the sub-CPU **84** to execute the control program.

[**0167**] The image control circuit **91** includes an image control CPU **92**, an image control work RAM **93**, image control program ROM **94**, image ROM **96**, video RAM **97**, and an image control IC **98**. The image control CPU **92** determines the display contents on the panel display unit **5** in accordance with an image control program stored in the image control program ROM **94** based on the parameters set in the sub-microcomputer **83**. The image control program ROM **94** stores the image control program involved in display on the panel display unit **5** and various selection tables. The image control work RAM **93** is used as temporary storage means for the image control CPU **92** to execute the image control program. The image control IC **98** forms an image responsive to the display contents determined by the image control CPU **92** and outputs the image to the panel display unit **5**. The image ROM **96** stores dot data for forming an image. The video RAM **97** is used as temporary storage means for the image control IC **98** to form an image.

[**0168**] Hereinafter, the probability lottery tables will be discussed with reference to **FIGS. 9A and 9B**.

[**0169**] The probability lottery tables are referenced in probability lottery processing. **FIG. 9A** shows the probability lottery table used during general gaming and **FIG. 9B** shows the probability lottery table used during general gaming in BB for determining the internal winning combination of each game.

[**0170**] In each table, the random number range is from "0" to "16383" and one extracted from the numeric values in the range is used to determine the internal winning combination.

[**0171**] For example, if the extracted random number is "2851" during general gaming, the internal winning combination of the game becomes "bell." If the extracted random number lies in the range of from "11036" to "16383" during general gaming, the internal winning combination of the game becomes "blank."

[**0172**] Hereinafter, the stop control tables used when the internal winning of small prize of bell is accepted will be discussed with reference to FIGS. **10** to **14**.

[**0173**] A stop control table number section table shown in FIG. **10** is a table for determining the stop control table referenced for performing stop control of the reels **3**L, **3**C, and **3**R if the internal winning of small prize of bell is accepted. That is, if the internal winning of small prize of bell is accepted, any one of the six stop control tables is referenced and stop control is performed based on the stop control table.

[**0174**] **FIG. 11** shows the relationship between the stop control order of the reels **3**L, **3**C, and **3**R in each table selected in **FIG. 10** and completion/incompletion of winning game. For example, when the table number selected according to the stop control table number section table in **FIG. 9** is "1", if the stop order is "left center right," the player wins the game of bell. However, if the stop order is not "left center right," the player loses the game of bell. That is, to win the game of bell, the internal winning combination needs to be bell and the player needs to stop the reels **3**L, **3**C, and **3**R in the stop order corresponding to the stop control order in the corresponding table number.

[**0175**] Specific stop control of the reels **3**L, **3**C, and **3**R when the internal winning combination is bell will be discussed with reference to **FIGS. 12 through 14**.

[**0176**] The stop control table lists the stop operation positions and the stop control positions of the reels **3**L, **3**C, and **3**R. The stop operation position represents the code number of the symbol positioned on the center line **8***a* (specifically, the symbol whose center is positioned above the center line **8***a* and is nearest to the position of the center line **8***a*) when the player operates the stop button **7**L, **7**C, **7**R provided corresponding to the reel **3**L, **3**C, **3**R. The stop control position represents the code number of the symbol stopped and displayed at the position of the center line **8***a* when each of the reels stopped by the player actually stops. In the embodiment, the number of slide frames is four at the maximum. For example, when "cherry" with code number **12** arrives at the position of the center line **8***a* while the right reel **3**R is rotating, if the player operates the stop button **7**R, stop control of the right reel **3**R can be performed so as to stop and display "blue 7" with code number **08** at the position of the center line **8***a*.

[**0177**] **FIG. 12** shows a winning stop control table. The winning stop control table is used when stop control of the reels is performed so that "bell-bell-bell" is placed in a row along the activated line and the winning game of small prize of bell is complete after the internal winning of small prize of bell is accepted.

[**0178**] In **FIG. 12**, the stop control position of the left reel **3**L is any of code number "03", "08", "11", "15", or "19" and the symbols corresponding to these code numbers are bell.

[**0179**] In **FIG. 12**, the stop control position of the center reel **3**C is any of code number "03", "07", "11", "15", or "19" and the symbols corresponding to these code numbers are bell.